

2. (amended) A transforming interactive amusement device comprising:
- (a) a body;
  - (b) at least two transport elements moveably connected to the body;
  - (c) at least two arms moveably connected to the body;
  - (d) a motor associated with the body, the motor operably coupled to the at least two transport elements;
  - (e) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;
  - (f) a card reader associated with the body, the card reader adapted to receive enhancement data from a data storage device and transmit the enhancement data to the microprocessor, wherein the enhancement data enhances a function of the device;
  - (g) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;
  - (h) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and
  - (i) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; wherein
  - (j) the device transforms into at least two different forms.

5. (amended) A game method using a number of information carrying cards, wherein the game comprises the steps of:
- compiling a number of the information carrying cards, wherein the information carrying cards carry game and control information, the control information adapted to actuate an amusement device;
  - distributing the cards to players; and
  - players using the game information against each other to try to achieve victory over other players.

7. (amended) The game according to claim 5, wherein the amusement devices act according to the control information carried on a card.

13 8. (amended) The game according to claim 7, wherein the amusement device also acts in association with the games being played with the information carrying cards.

14 10. (amended) An interactive amusement system capable of performing at least two functions and comprising:

- (a) a body;
- (b) a motor associated with the body;
- (c) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;
- (d) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;
- (e) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device;
- (f) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; and
- (g) a data card reader associated with the body, the data card reader adapted to receive data from a data card and transmit the data to the microprocessor, wherein the data provides for changing the at least two functions, the changes being selected from the group consisting of:
  - (1) changed number of functions; and
  - (2) changed speed of functions.

15 12. (amended) The interactive amusement system according to claim 10, wherein a number of the data cards are configured to be used in a card game.

13. (new) The interactive amusement device of claim 10, further comprising a control switch associated with the body, the control switch being configured to actuate at least one of the at least two functions.
14. (new) The interactive amusement device of claim 13, wherein the control switch is configured to shut down the amusement device.
15. (new) A game method comprising:
- (a) providing at least two information cards to each of at least two players, wherein the at least two information cards have card game information and device actuation information, the device actuation information configured to actuate an amusement device; and
  - (b) the at least two players using the card game information to compete in a card game.
16. (new) The game method of claim 15 wherein the card game information is displayed on a face of each of the at least two information cards.
17. (new) An interactive amusement device comprising:
- (a) a body;
  - (b) a launchable element associated with the body;
  - (c) a launch mechanism associated with the body, the launch mechanism configured to propel the launchable element away from the body; and
  - (d) a motor operably coupled to the launch mechanism; wherein selective actuation of the motor launches the launchable element.
18. (new) The game method of claim 17 further comprising a data card reader associated with the body, the data card reader configured to receive data from a data card wherein the data is configured to add a function to the interactive amusement device.

19. (new) The game method of claim 18 wherein the data is configured to enhance an existing function of the interactive amusement device.

20. (new) A transformable interactive amusement device, comprising:

- (a) a body;
- (b) a motor associated with the body;
- (c) a microprocessor operably coupled to the motor, the microprocessor configured to actuate the motor to propel an action;
- (d) a data card reader configured to read a data card whereby the microprocessor is actuated; and
- (e) at least two moveable elements moveably coupled to the body, the at least two moveable elements operably coupled to the motor, wherein the body and the at least two moveable elements are reconfigurable whereby the device is transformable.

21. (new) The device of claim 20, further comprising at least two couplings configured to couple the at least two moveable elements to the body, wherein the at least two couplings are configured to allow the body and the at least two moveable elements to be reconfigurable.

Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is captioned "**Marked-up Version Showing Changes.**"

#### REMARKS

By the current amendment, claims 1, 2, 5, 7, 8, 10 and 12 have been amended, claims 13-21 have been added, and claims 6 and 11 have been canceled. Claims 1-5, 7-10, and 12-21 are currently pending in the present application.

In the Office Action, claims 1-2 and 10-11 were provisionally rejected under the doctrine of obviousness-type double patenting as being unpatentable over claims 12-13, 33 and 43 of copending Application No. 09/931,570 ("Hornsby I") in view of Tachau et al. ("Tachau"). Further, claims 1-2 and 10 were provisionally rejected under the doctrine of obviousness-type